

CONFIDENTIAL/NOFORN - SKEET CHANNELS ONLY

PROJECT SUN STEAK (U)

BEACON TRAINING SESSION

WARNING NOTICE: INTELLIGENCE SOURCES AND METHODS INVOLVED

DATE: 16 SEP 86

TARGET: 0166

SITE DOWSE:
(ACROSS THE STREET
from site - perhaps
200 yards)

SG1J

OUTBOUND TEAM : 1)

2)

INBOUND TEAM: 1) 018

SG1J

2)

Interviewer

MISSION EVALUATION: ~~XXXX~~1. (C/NF/SK) PROTOCOLS:

a. The Remote Viewer was introduced to the Outbound Team (OBT) at 0900 hours, 16 Sep 86. Following this "warm-up meeting both the OBT and the Inbound Team (IBT) were restricted to the area of the unit operational facility with orders not to discuss the particulars of the upcoming mission. During this "restricted" period neither the OBT nor the IBT were permitted to make or receive outside telephone calls or to meet with other members of the unit. The OBT was reindoctrinated on the need to maintain the integrity of this mission by not varying the purpose of the trip to the site to tend to personal needs, e.g., errands, refreshments, etc.

b. At 0930 hours, the actual target, (sealed within an envelope) was provided to the OBT at which time they were permitted to depart the area enroute to the target. Their verbal tasking was as follows:

(1) Do not unseal the envelope until you have moved out of the immediate viewing area of the unit.

(2) Go directly to the target area and remain in the general area (by driving around the block if necessary) until exactly 1000 hours.

(3) At 1000 hours, position yourself at the target area and perform any actions normally associated with the functions of the target, e.g., bowl at a bowling alley, purchase refreshments at a snack bar, etc.

(4) Remain on site for a minimum of fifteen minutes or longer but only if a longer period of time is required to finish a function of the building such as finishing a cup of coffee or similar purchase, etc.

(5) Following this fifteen minute mandatory visit to the site, return immediately to the unit area.

(6) After arriving in the unit area, the OBT is not to discuss the target or events that occurred at the site with anyone in the unit. When the IBT has finished the post-session phase of the mission (sketches, summaries, etc.) the OBT and the IBT will proceed back to the target area, still without comments pertaining to the actual mission.

(7) At the target site, the OBT will retrace their movements at the target while being followed by the IBT. When the target (or specific items at the target) are recognized by the Remote Viewer, he/she will so state with a brief explanation or reference to the data collection phase, if necessary.

(8) Following this second visit, both the IBT and the OBT will return to the unit area at which time the OBT will be released and a general feedback session will be provided to the Remote Viewer.

c. The Interviewer will be responsible for collating the data obtained from the entire session, (session information, post-session interview and on site visit), and from the data an overall evaluation will be given pertaining to the success of this mission based upon the relevance of the material provided and later substantiated. The guidelines for this evaluation will be on a 0-7 point scale of target/data correspondence. This scale is as follow:

- 7 = Excellent correspondence, including good analytical detail (e.g., naming the site by name).
- 6 = Good correspondence with good analytical information (e.g., naming the function), and with essentially no incorrect information.
- 5 = Good correspondence with unambiguous unique matchable elements and little incorrect information.
- 4 = Good correspondence with several machable elements, but some incorrect information.
- 3 = Mixture of correct and incorrect elements, but enough of the former to indicate viewer has made contact with the site.
- 2 = Some correct elements, but not sufficient to suggest results beyond chance expectation.
- 1 = Little correspondence.
- 0 = No correspondence.

In addition to the numeric scale of evaluation, the Interviewer may opt to provided other comments on the target/session correspondence as necessary in narrative form. All of this material is then provided to the Remote Viewer for future references and/or discussions with the Interviewer since the material in these reports will be used as the basis for additional skills training, if required.

2. () SESSION RESULTS:

a. () Source quickly attained an altered state of consciousness. There were no known external environmental or personal inclemencies which may have impacted on the data obtained during this session.

b. () Source accurately described an "open area yet sheltered" during the session. This area, as confirmed by the follow-up walk through is the main lobby of the Ft Meade, PX near the snack bar portion. The actual target is an enclosed videw game room (sheltered) next to the snack bar area. Throughout the session Source had frequent impressions of "McDonalds" (hamburger stand) which can be attributed to the smells and general activity associated with the adjacent snack bar.

c. () Within the game room Source accurately described the machine(s) as "dark, sloping, with a klinka klinka sound. The dark thing is big and appears hunched over with a funny shape." This closely coincides with the description of anormal video game machine. Later Source referenced a large catapillar on its back with its legs sticking up in the air." At the site Source stated that he recognized the "dark sloping things" as the curving profile of the video machines. The "catepillar legs" were recognized to be the rows of control handles on the video machines used to play the game.

d. () Source identified the color of reddish brown in conjunction with the triangular and squared items. This description closely resembled the rows of reddish brown booths for the use of snack bar patrons. The reddish brown naughehyde is stitched into triangular patterns. The "square" reference may have been the tables.

e. () Source referenced a "young girl dressed in purple, " at the site. The OBT could not recall observing or noticing anyone matching this reference. Ironically, however, during the follow-up site visit a women in bright purple and lavender tights and sweaters was seen standing at the snack bar. This may have been an example of a "created future" or simply an anomaly of the Remote Viewing procedure. In other words, the Source, while on target, may have slipped momentarily into a future universe in which the "girl in purple" was present-- the moment when we were conducting the follow-up visit. A simpler, less exotic answer may lie in the fact that the Source does not, hopefully, see the target through the eges of the OBT but rather through his own perspective. Therefore because the OBT did not see the lady in purple does not preclude the Source from spotting her on his own.

f. () This was a highly successful mission in which both the Interviewer as well as the S9urce were able to build on mutually shared communication skills.



Special Activities Officer

1

N #5

16 SEP 86

0948

1. COLD, coughing

2. NIG OFF

0955

3. Recline opposite

Rgt side

1000

4. SESSION Taped

FR. TLOAD RELAXATION/ Sanctuary / Targeting

SG1J

→ Go TO THE PLACE where is located and describe the area.

★ CROSS / squarish, dark, rounded, sloping, back of a chair

→ Describe this thing you call a chair

★ Thin across, sloping, verticle, wide, flat across, (kinda) soft elevated, (like) supported, Red

→ CONTINUE TO describe the area

★ OPEN, SHELTERED

→ SHELTERED DATA

★ OVERHANG, open on one side

SG1J

→ FIND ★ SITTING, looking, USUAL young girl wearing purple dress
open area, Things around

→ Describe the Things

★ TREE, Shady Things

→ SHADY Things - ROW DATA

2

★ TREES, a little wall, (AOL) Pavillion, AOL Burba Lake
WIND SOUNDS, COOL,

→ Activity in The area

★ N/A

→ None?

★ No I didn't say that. Some people sounds. Some
kinda clicking, strange smell

→ Describe the smell

★ Fresh, sharp, (like) cut grass, greens, greys, something big,
dark colored, looks hunched over AOL Big Bug

→ Continue to describe the big thing

★ Funny shaped

→ Funny shaped - raw data

★ wrinkles, things sticking out (AOL) McDonalds - dark colors
green, curves

→ Is this the big thing

★ yes

→ continue

→ Radiator noise 1011

★ VISUAL of looking between legs of baggy pants

→ Continue The description of the big thing

★ Dark Colored

SG1J

3

★ tall, wide, [] feet surprised/pleasure at something

→ Activity in The area

→ Indecency

★ Got a charity horse - That took me completely off - See if I can find [] again - [] sitting - (like) Thinking - Seems like he is smiling at something, tall strange thing again. ah-h. Visual of thing with - protuberances -

SG1J

SG1J

→ Move away from this site - go up in the air and look down

★ Triangular, square, reddish, brown, AOC McDonalds

→ How high are you

★ 50/100 ft

→ Go much higher and look down

★ Semi circular, lines of darker area, tan, reddish brown

→ Indecency charity horse

→ Move away now go back to your sanctuary

1ST
VISUAL



ALMOST
HUNCHING OVER

TOTALLY
IRREGULAR
SHAPE -

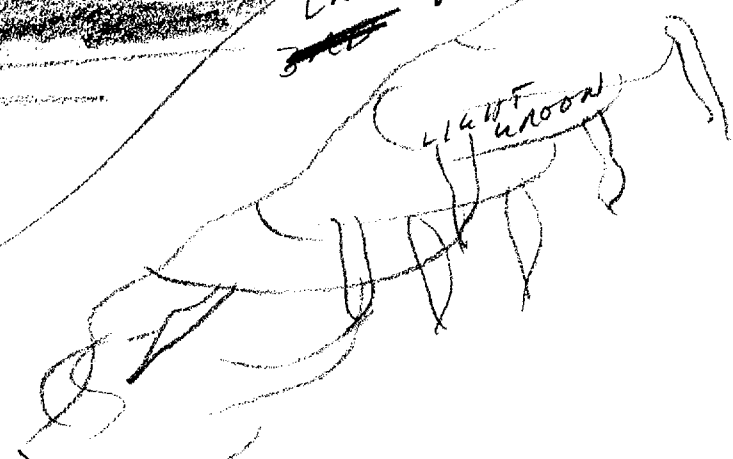
2ND
VISUAL



(LIKE LOOKING BETWEEN
LEGS OF BAREY PANTS)

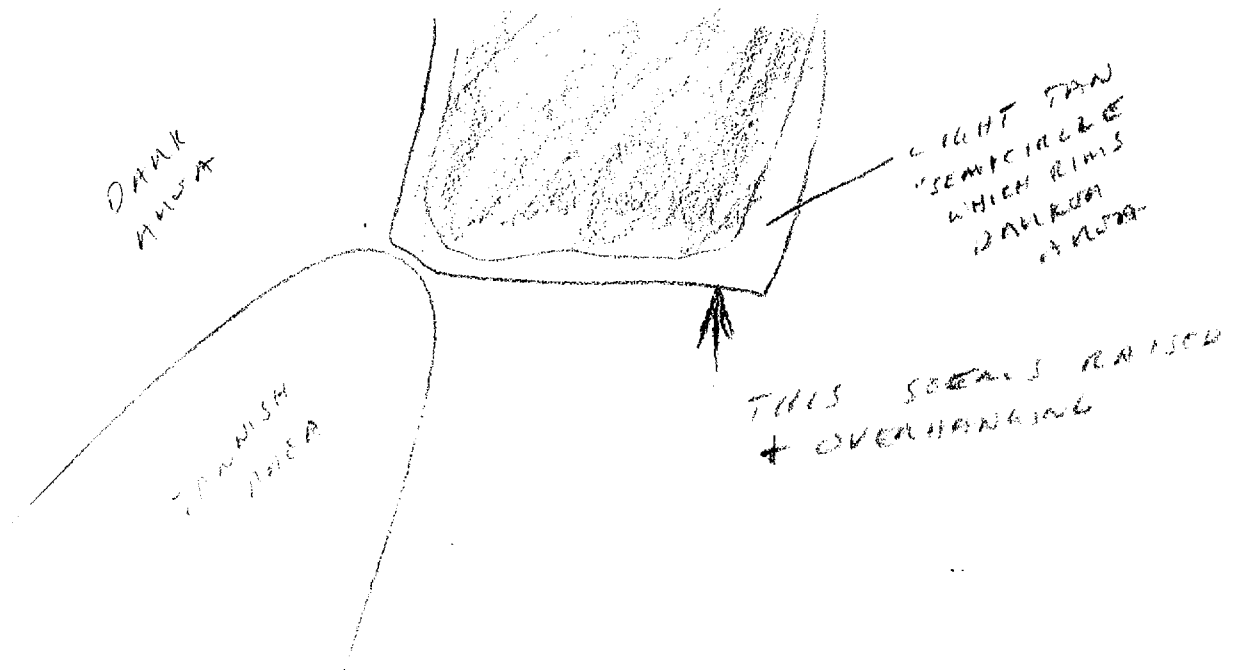
LAST
~~3RD~~ VISUAL

LIGHT
UNOON

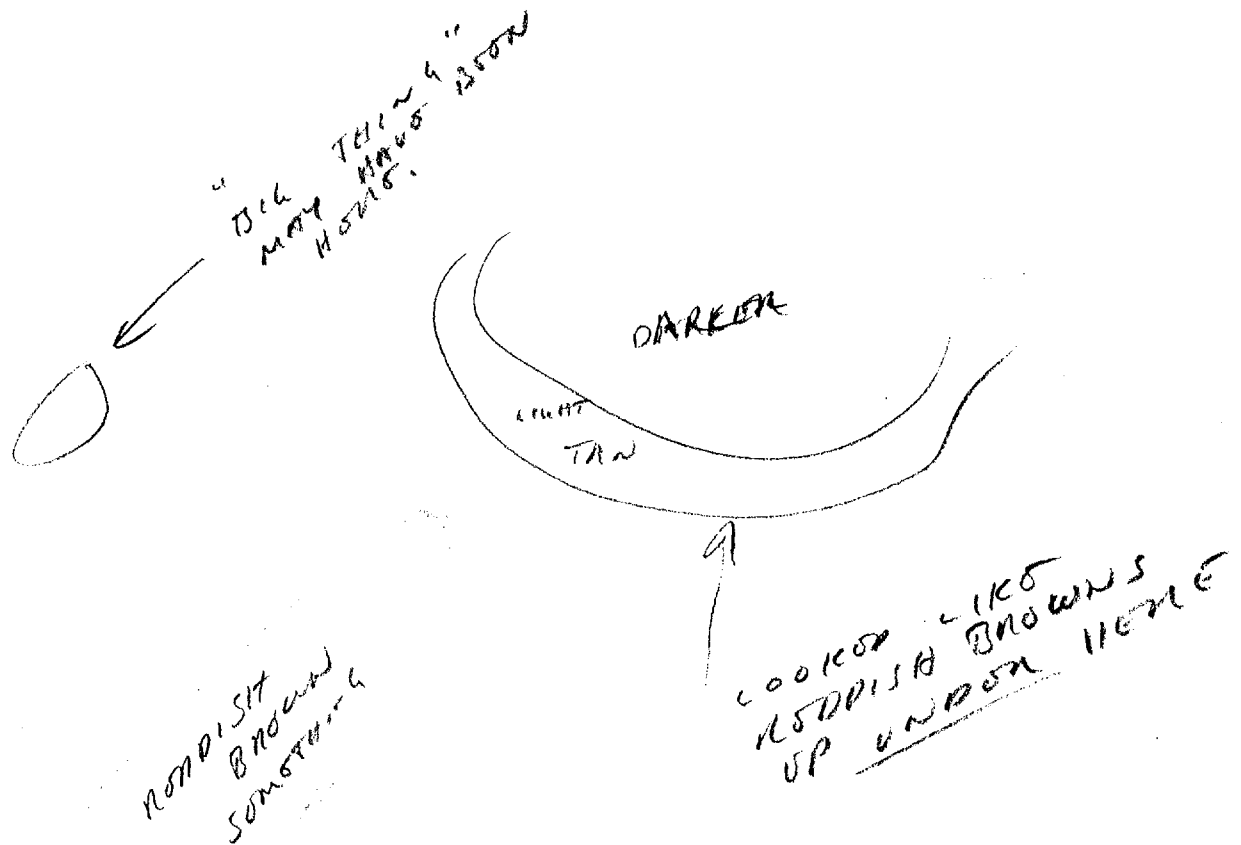


OVERHEAD
VIEW


50/100 ft



OVER HORN
(HIGH VIEW)




ESSAY OF SESSION: 16 SEP 86.

THIS SESSION BEGAN WITH A VISUAL WHICH LOOKED LIKE A PAIRED BACK OF A CHAIR. WORKING FROM THERE, I GOT THE GENERAL AREA AS BEING OPEN, SHELTERED, POSSIBLY WITH SOME SORT OF OVERHANG. THERE WERE PEOPLE SOUNDS,  SITTING, LOOKING AT THE SURROUNDINGS. SOME "BIG THING" OF VERY IRREGULAR SHAPE KEPT ATTRACTING MY ATTENTION. I KEPT SEEING IT AS DARK, OR BLACK, AS THOUGH IT WERE IN A DARK SHADOW.

SG1J

THE AREA TOOK ON THE APPEARANCE OF A TREE-SHELTERED SITTING AREA NEAR SOME OVERHANGING STRUCTURE WHICH HAD LOTS OF "THINGS" AROUND IT. ("THINGS" NOW INCLUDES THE TREES, PLACES TO SIT, ETC., AS WELL AS THE ODD-SHAPED "BIG THING(S)".

SG1J

I HOMED IN ON  JUST AS HE SEEMED TO BE AMUSED AT THE PLEASANT SURPRISE.

AN OVERHEAD VIEW SHOWED MOSTLY COLONS, WITH A FEW OTHER SHAPES. (SEE DRAWINGS)

A LAST LOOK AT THE "BIG THING" SHOWED A TALL, ^{LIGHT} ~~GROWN~~ "THING" WITH PROTRUSANCES (AOL LIKE A CATAPILLAR, RAISED UP WITH ITS LEGS DANGLING).

480,000 FT

Joins Map 5

39°07'30"

MD GRID 470,000 FT

Approved For Release 2003/04/18 : CIA-RDP96-00789R001400590001-2

20794

20755

21113

Referral Declassification
by NIMA/DoD

Approved For Release 2003/04/18 : CIA-RDP96-00789R001400590001-2

Target Number: 0166

Target Description: Fort Meade Video Arcade; located in the Post Exchange complex.
(see map)

INSTRUCTIONS TO Outbound Team:

Arrive at the target at or immediately before the designated time. Examine the various video games and imagine how it ~~will~~ must be to play. Notice ~~the~~ your surroundings, smells, colors, noises, etc.

Observe others play a game and/or play a game of your choice. — Participate in the site; "be there" as it were in your thoughts and actions. — Remain at the arcade for at least fifteen minutes. Make note of ~~and~~ any specific activity which may ~~be~~ be interesting, i.e. cleaning crew buffing floor, ~~and~~ game machine being repaired, etc. Remember, the arcade is the target NOT anything else in the area, so "be" at the arcade.

Cover Story: Not Necessary.